

# EXPLORER

## INSTRUCTIONS

### CREDITS

*Code by The Ram Jam Corporation  
Produced by The Software Studios*

Thirty billion light years from the nearest service station and the inertial stabilizers cut out. You make a somewhat cryptic comment about used spaceship dealers. The warranty falls to the floor in the first shudder of turbulence as you hit the upper atmosphere of the emerald planet you are doomed to die on.

OK, you weren't as lucky as you'd hoped - you didn't die, but now you have a problem. The last planet scan before corruption revealed that the planet consisted of forty billion mappable locations. In nine of them are fragments of your craft.

### LOADING INSTRUCTIONS

#### COMMODORE 64 CASSETTE:-

Press 'SHIFT' and 'RUN/STOP' keys simultaneously and press 'PLAY' on your cassette recorder.

#### COMMODORE 64 DISC:-

Type LOAD "\*" , 8, 1 and then press 'RETURN'.

#### SPECTRUM 48K CASSETTE:-

Type LOAD "" and then press 'ENTER'.

#### AMSTRAD/SCHNEIDER CASSETTE:-

CASSETTE BASED COMPUTER

(ie CPC-464)

-Press 'CTRL' and the small 'ENTER' keys simultaneously.

DISC BASED COMPUTER WITH  
ADDITIONAL CASSETTE PLAYER

(ie CPC-6128)

-Type TAPE and press 'RETURN' then press 'CTRL' and the small 'ENTER' keys simultaneously.

#### AMSTRAD/SCHNEIDER DISC:-

CASSETTE BASED COMPUTER WITH  
ADDITIONAL DISC DRIVE (ie CPC-464)

-Type: DISC and press 'RETURN' then type RUN " DISC and press 'RETURN'.

DISC BASED COMPUTER (ie CPC-6128)

-Type RUN " DISC and press 'RETURN'.

All programs will RUN automatically after  
LOADING is complete

In case of LOADING difficulties please refer  
to the chapter on LOADING and SAVING  
programs in your computer's User Manual.

### EXPLORING

To find them, and give yourself a chance of  
returning to civilisation, you kit yourself out  
with a jet pack, nine radio beacons, nine  
anti-grav drones for sending bits of space

craft to beacons, object sonar, radio  
direction finder, a compass, a laser pulse  
gun, and some heavy jungle boots.

To start with, the most sensible thing you  
can do is take a sounding for the nearest  
object. This will give you a bearing, and also  
an idea of the distance, dependant on echo  
delay. If the object is further than a civilised  
walk it will say 'out of range'. Match the  
bearing with your compass bearing and  
head off into the jungle.

You will soon become aware of strange  
swirling patches of colour in the jungle. If  
you get close to one of these it will invite  
you to enter. Once inside you will be asked  
for a destination. Name the place of your  
dreams and it will take you there. Any name  
will do, there are so many places on the  
planet. Used cleverly this can be quite a  
trick.

Another navigational aid, the radio beacons,  
can be popped down anywhere. Your radio  
sounder will give you bearing and range on  
beacons, so you can get down to a bit of  
constructive triangulation.

There are one or two robotic bugs  
wandering around. Kill them. They're bad  
for your health.

Watch your energy. If it gets too low, things  
start to go wrong. Something tells you  
there's a way of restoring it. But not this  
piece of paper.

### CONTROLS

Any joystick will steer you through or over  
the jungle. On the ground pushing the  
joystick forward will move you in the  
direction of your compass bearing. Use the  
fire button or any key to stop. Pushing the  
joystick left or right will alter your bearing,  
while pulling it back puts you into a 180  
degree turn.

In weapons mode push the fire button to  
activate your laser pulse gun.

U takes you up about a thousand feet; press  
it again and you get another thousand. D  
takes you down again. Watch landing on the  
trees; they're pointed. Above the planet the  
joystick will move you north, south, east  
and west, regardless of your compass  
bearing.

#### Key Controls

On the ground

COMMODORE 64/128

turn to the left .....	5
turn to the right .....	8
180 degree turn .....	6
move in the .....	7
direction of your .....	
compass bearing	

In the air

north .....	7
south .....	6
east .....	5
west .....	8

Pressing any key brings up a menu on  
your headup display. Once the menu is  
up pressing the first letter of any word  
in the menu will access it. The same is  
true of the subsequent menus.

Above the planet the joystick will move you  
north, south...